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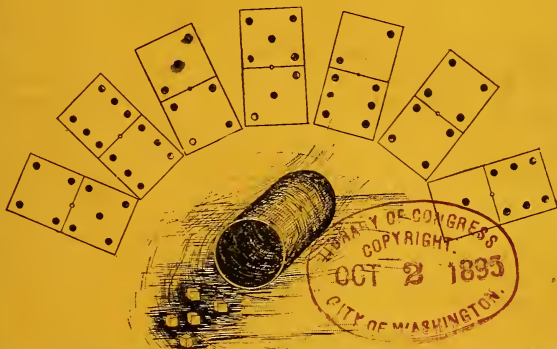
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## DOMINOES AND DICE

—BY A. HOWARD GADY.



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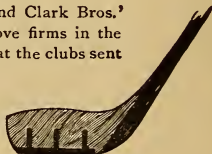
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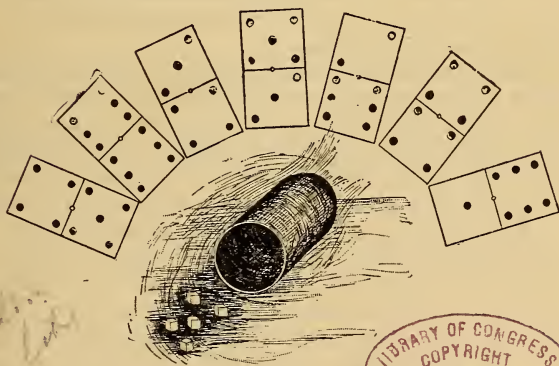
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# DOMINOES AND DICE.

A BRIEF HISTORY OF THESE GAMES WITH DE-  
SCRIPTIONS OF THEIR VARIATIONS AND  
METHODS OF PLAY, ACCOMPANIED  
BY RULES AND ILLUSTRATIONS.



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Pamphlet  
how*

*die*  
BY  
A. HOWARD CADDY



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## PREFACE.

It is an indisputable fact, that in households where games which bring its various members into constant intercourse of a social nature predominate, more happiness is to be found than in those where the interests and pleasures of the family are divided. Hence that natural desire on the part of all sensible people to increase and vary home amusements by the introduction of all manner of games in which parents and children can take part and enjoy together.

Many of the simplest pastimes, owing to numerous changes which have been wrought in them from year to year, have grown to be looked upon as merely gambling games, while others, again, equally harmless, if regarded in the right light, have always been considered, more or less, "games of chance."

It might seem hazardous, therefore, to those not generally familiar with games, to introduce dominoes and dice into one's house; but, as a matter of fact, they are quite as innocent in character as cards or chess. These latter can be, and often are, entered into with the intention of gambling, rather than for the intellectual enjoyments which good play always affords.

The question, "to be or not to be" a game of chance, rests with the individual who desires to learn dominoes or dice, rather than the author, who trusts, however, that this little book will be received in the spirit in which it is issued, and the games herein described added to the list of simple pastimes in every home it enters.

A. H. C.

## INTRODUCTORY.

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These two games are distinctly European, and although played in this country, are not, and perhaps, never will become as popular as they are in the old world. They should, however, be known here, and introduced more generally into our drawing-rooms, as they afford a pleasing variety to cards and other well known pastimes, already in vogue.



## DOMINOES.

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This game has been traced by various noted authors in turn, to the Greeks, Hebrews and Chinese. To exactly what period, however, the invention may be ascribed, we do not ascertain, although there appear to be ample indications that it was contemporaneous with the first germs of civilization.

Etymologists do not agree regarding the origin of the name, and there are various interpretations of the same, each one based, of course, on some individual theory and deduction. The most plausible, perhaps, as regards the European appellation—and we need not go further back than that for the purpose of this paper—is the following :

Dominoes, in view of the simplicity, one might say the innocence of its character, was allowed, formerly, to be played in convents and other religious communities ; and when a player won a game, in placing first, the last *de'* (domino), he was wont to utter an exclamation of satisfaction and a blessing upon the Lord in the same breath : "*Benedicamus Domino*," he would cry out in his joy, and from this, it is claimed, came the abbreviation, *Domino*.

Its first appearance in western Europe is not as ancient as often supposed, it having been introduced into France from Italy about the middle of the last century. Some writers, indeed, say that it started in Italy in the first place ; but this is presumably an error, an earlier origin, as already stated, being an assured fact.

It will suffice, in this instance, to start from its European foundation, and describe the game as played abroad and in this country.

Although known in Italy before it was played elsewhere on the continent, it has spread into all the countries of the world ; but nowhere is it more popular than in France and Belgium. From Paris, the game passed into Germany, where it is now played in every coffee house.

The Cafe de l'Opera, in Paris, long boasted of assembling the most expert players in the world, an honor, however, which has been warmly contested by the establishments of Rouen and Poitiers.

There are, seemingly, innumerable varieties to the game, though regular domino players recognize only two-handed games: The Draw game, for instance, and its variation, the Matadore.

To the uninitiated, Dominoes in any form suggest extreme simplicity, and will be spoken of as mere'y a childish pastime, and not worthy of serious consideration.

To those familiar with it, however, the various phases of the "Draw game," and the odd, often intricate situations produced by the "Matadore" variation, Dominoes appear in a different light. Many expert players, indeed, will claim that it ranks equal to the majority of standard card games, even surpassing some of them.

Dominoes is not by any means a mere game of chance, as far as "luck" goes, as any inexperienced player will discover if he undertakes to play against an expert; for something more than satisfactory combinations of numbers on the dominoes is required to insure victory.

Good temper, the first requisite in all games, is necessary to begin with. One can grow as easily excited over Dominoes as over cards, chess, or cribbage, and once the player becomes irritable and unreasonable, he may as well give up the game; for it is here, as in everything else, that the cool head and self control, even under strong provocation, win the day.

Keen perception, and quick deductions from observation made with clear and accurate calculation, form the elements upon which skill is founded, and are absolutely necessary to intelligent play.

On a few points, Dominoes bears a resemblance to whist, as, for instance, in what, in the last named game, is called a *long suit*, that is, several pieces (cards or dominoes) of the same denomination: Six-Ace, Six-Three, Six-Four and Six-Five, form the basis of a capital hand, and should be played as soon as possible. This done, the player will be enabled to block his adversary, and probably win. If he does not win, at least this play will help to prevent dire defeat. Then, again, it is claimed, knowledge of the adversary's hand, gained through careful observation of what he plays and what he holds back, is analogous also to whist.

Sometimes in dominoes, as in whist, a clever player, in order to mislead his skilful opponent, will make a "false move," that is, will depart from the established laws of the game. To do this successfully, however, he must be absolutely familiar with the various tactics of the game, as otherwise he will only injure his own chances of winning, and incidentally further enhance those of his adversary.

By watching the adversary's play, even an indifferent player can learn to note what he holds, and further, by means of a little calculation on the future moves, *block the game*, or keep it open, as the circumstances may seem to require,

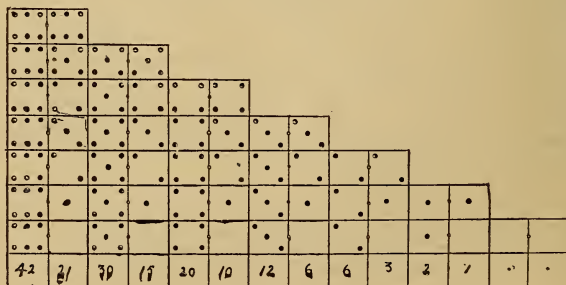
Hoyle classes dominoes among "mixed games of chance and skill." *Games of chance* means, in this case, of course, a matter of lucky numbers, which easily match those already on the table, and so on, and is not to be received as intending to convey the idea of a gambling phrase of the pastime. The games played with dominoes are varied and numerous; two or three, at most, may be regarded as scientific, and following these, are those of a purely entertaining character, intended only to afford diversion for the passing hour.

### THE SET.

Dominoes may be played by any number of persons, varying from two to a dozen. The *cards*, as the pieces are technically known and generally called by professional players, are twenty-eight in number. They are made of ivory, bone, or wood, with ebony backs. On the top of each piece, divided in the centre by a narrow black line, are a blank, or small round spots, varying, according to the square, from one to double-six.

The pieces are: Double-Blank, Blank-Ace, Blank-Deuce, Blank-Trey, Blank-Four, Blank-Five, Blank-Six; Double-Ace, Ace-Deuce, Ace-Trey, Ace-Four, Ace-Five, Ace-Six; Double-Deuce, Deuce-Trey, Deuce-Four, Deuce-Five, Deuce-Six; Double-Trey, Trey-Four, Trey-Five, Trey-Six; Double-Four, Four-Five, Four-Six; Double-Five, Five-Six; Double-Six.

DIAGRAM SHOWING COMPLETE SINGLE SET.



168 pips in all.



In this set, known as double-six, there are, as is seen, twenty-eight dominoes, the aggregate number of pips thereon being 168; hence, each piece averages six. Each suit contains seven dominoes: see six and blank suits; or, again, for example, the deuce suit, as follows: Casting the eye along the third horizontal column, the student will find, on coming to the last piece, that by carrying his glance down the perpendicular column, which joins the end of the third horizontal, he has seven dominoes of a suit. Still again, let him begin with the second column from the top, carrying his glance to the domino at the right hand, and then down the line to number 30, and he has the five-suit plainly defined. So it goes with each suit, simply varying a little in the formation of the same.

The intermingling of the suits renders it difficult for the beginner, and, sometimes, even for the adept to make a rapid estimate of the numbers (pips) already played.

It will be well to remember from the start that :

The	six	suit	has	63	pips.
The	five	"	"	56	"
The	four	"	"	49	"
The	trey	"	"	42	"
The	deuce	"	"	35	"
The	ace	"	"	28	"
The	blank	"	"	21	"

There are sets ranging up to double-nines and double-twelves; the first containing fifty-five dominoes, the aggregate number of pips being 495, averaging nine spots each, while the second consists of ninety-one dominoes, their aggregate number of pips being 1,092, averaging twelve spots each.

These sets are not in general use, but are necessary, however, in some of the round games, such as Cyprus, for instance. The single set—twenty-eight—is the one usually played, and will answer to the demands of all the ordinary variations, either two-handed or round games.

The general rules of the game are simple, and may be briefly summed up as follows :

#### TO SHUFFLE AND DETERMINE THE FIRST POSE OR LEAD.

1. SHUFFLING—The dominoes should, at the beginning, be turned downward and shuffled—moved about on the table—with a slight circular movement of the hands. Any and all players at the table are entitled to take part and assist in this operation.

2. DETERMINING THE LEAD—Following the shuffling, the right of first *pose*; *i.e.*, turn to play, variously called *lead* or *down* is then decided. There are three methods, the first, perhaps, being the simplest, although all are good in their way.

I. Each player takes up a domino from the board (or table), and the one drawing the lowest double has the lead. In the event of a double not being drawn, the holder of the domino bearing the lowest number of pips wins the *pose* or *down*.\*

II. One player pushes two dominoes toward his opponent, who chooses one, and, if it is the lower, he leads, otherwise he plays second.

III. The player who receives the highest double, or, in the event of there being no double dealt, the heaviest domino leads. Double-six is called for first, and, if not in any one's hand, double-five and so on to double-ace. The one holding highest domino must lead with it.†

The first of these three methods cited will probably be found the simplest, especially for novices.

### THE DEAL.

The dominoes drawn are returned to the set and are shuffled again very thoroughly. Each player then draws from the pile on the table a certain number of pieces, varying, of course, according to the game about to be played.

The dominoes not dealt; *i. e.*, drawn, make the "stock" or "reserve." The "stock" is often drawn from after the deal, and the word is used in this sense. The term "reserve" applies to dominoes remaining over after the deal and left untouched, as in the block game, for instance.

It should be distinctly understood from the beginning that this "stock" is not to be exhausted by any of the players, it being obligatory to leave two dominoes in it, unseen by any of the participants in the game.

N. B.—If there are more than two players, this draw will also decide seats and sequence of the lead, with remaining hands of the game.

The player drawing the second lowest card (or domino), sits at the leader's left and leads in the second round; the holder of the third lowest is next and leads the third round, and so on throughout the game, each one taking his turn.

After each game the lead is cut anew.

†N. B.—This method prevails among French players, but is tedious and has the disadvantage, too, of often forcing a player to make a false or unfavorable lead.

## THE PLAY.

The dominoes dealt are placed upright on the table before the player, or held in his hand, the faces so arranged that they cannot be seen by the opponent, or in a round game, by the other people taking part in it.

The leader then proceeds to "pose," that is, play any domino he may elect from his hand, placing it face upward on the board. The next follow suit literally, and the other players do the same in turn. Each player, of course, must match the number of pips or the blank exposed at either end of the dominoes already placed.

He chooses the end he can most easily match and "poses" his domino with that number adjacent to the one on the piece already there.

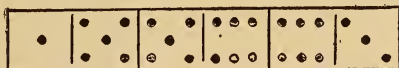
Example: X plays five-six to a six-three already "down," thus:



No. 1.

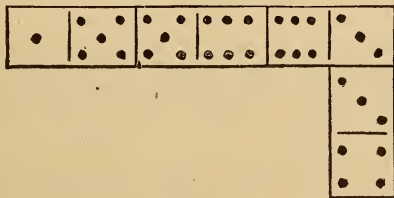
He must place the two sixes together, as shown in above diagram.

The third player must, in his turn "pose" a domino, with number corresponding to one of those at either end: it will be a five or a three, according to *card* (domino) he holds.



No. 2.

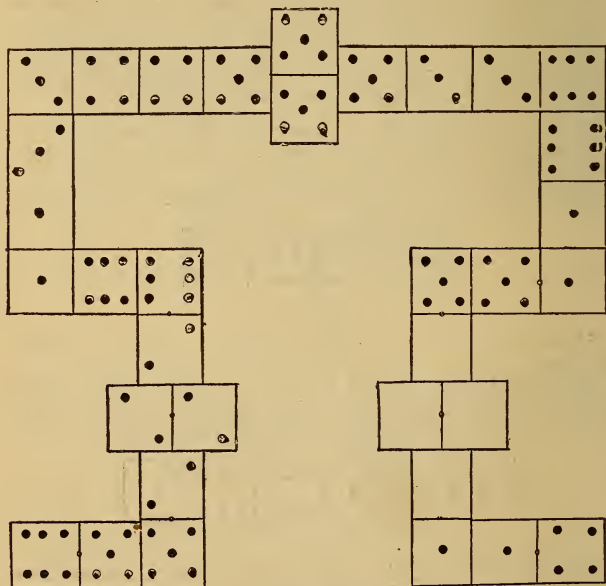
The third player having had to match with a five-ace, the fourth has the option of ace or three spot.



No. 3.

He plays, posing a three-four spot domino, and thus the game proceeds.

The monotony of the long, straight row of dominoes is easily obviated by the formation of various figures, as exemplified in the following diagram :



No. 4.

The above illustration shows a simple way of placing the doubles. The figure, of course can be varied to fancy.

If, as the game progresses, the player next in order cannot match, he either passes, saying "go," when his neighbor will similarly play or pass; or he must "draw," that is, take one or more dominoes from the "stock," according to the variety of the game being played.\*

\*N. B.—In the Draw-game, two dominoes, at least, should be left in the "stock," and if the player has exhausted it to this point and is still unable to match, he must "pass."

To *pass*, in this game, signifies simply forfeiting the turn, and the player can resume play when it comes round to him again.

Each player should "pose" if it is possible for him to do so.

Thus the game goes on until one of the players has put out all the dominoes in his possession, or until the game has become blocked to such an extent that neither or none of the players can further "match" or draw.

When a player calls "domino," the hand or game is finished.

### SCORING.

There are various ways of arranging this.

Sometimes each hand may constitute a game by itself; and when this is the case, the player who makes "domino" wins. Again, if there is a "block," the dominoes in each hand are exposed on the table, and the one who has the smallest number of pips wins; or, in case of an equality of pips, the fewest dominoes wins.

Generally, though, the game is played anywhere from fifty up, in which case a series of hands is played, the lead alternating between the players, if there are but two, and when there are more, passing round the table to the left.

The score should be kept by every player for himself, either on paper or by means of a domino marker.\*

The various games may be respectively classified under the following heads:

- I. The *Draw Game* and its variation, *Matadore*.
- II. The *Block Game* and its variations.
- III. *Miscellaneous Games*.

### THE DRAW GAME.

This variety of the game is of French origin, and the lead, therefore, is generally decided according to method No. III. (page 8).

The dominoes are then shuffled anew, and each player draws seven dominoes. The leader then poses a domino and the second player matches it if he can. Before playing he is permitted to draw from the "stock" as many dominoes as he wishes up to the last two, which he must leave there. The

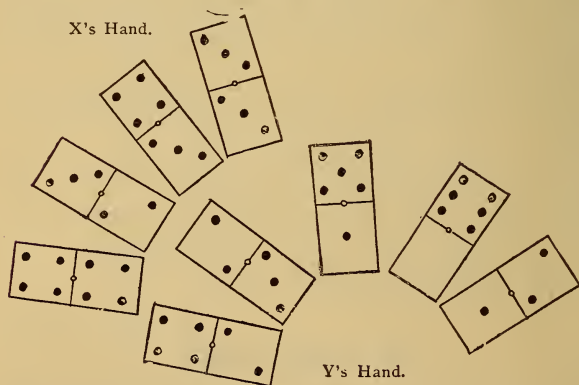
\*N. B.—The prevailing custom in informal games, especially, is to write the names or initials of the different players on a slip of paper, and let one person at the table keep the score for all. This method works, as a rule, very satisfactorily.



game proceeds, each player drawing in turn from the "stock" if he chooses—it being assumed that it will not have been depleted at the beginning of the hand—He *must* draw from the "stock" until able to match, or, until it—the "stock"—is exhausted, that is, only two dominoes remain therein. If not able to match he must pass.

When neither player can match it is a block.

A player who makes domino, scores the pips which are shown in his opponent's hand; and, if the game has ended in a block, the holder of the smaller number of pips wins, and may add the pips of his adversary's hand to his own. When the pips in each hand amount to exactly the same number, the one who has the fewer dominoes is the winner and may consider the pips in both hands as his own. Example: X has twenty-six pips or four dominoes, and Y has twenty-six, on



five; hence, X counts fifty-two, Y nothing. The game consists of one hundred points, or a lesser number, if agreed upon.

In this, as in the matadore game, much depends on holding the lesser number of pips, and also in blocking the game at the right time.

The following "Tables of Averages," compiled from Berkeley's treatise on the game, may assist the student in learning to estimate the general number of pieces played, and those left, and thus ascertain at what point it will be safe to block the game:

## TABLES OF AVERAGES.

TABLE No. I.

When all the--	The unplayed dominoes average--
Sixes are out	5 Fifteen pips on every 3 pieces.
Fives are out	5½ Sixteen pips on every 3 pieces.
Fours are out	5¾ Seventeen pips on every 3 pieces.
Treys are out	6 Eighteen pips on every 3 pieces.
Deuces are out	6¼ Nineteen pips on every 3 pieces.
Aces are out	6½ Twenty pips on every 3 pieces.
Blanks are out	7 Twenty-one pips on every 3 pieces.

TABLE No. II.

When all the--	The unplayed dominoes average--
Sixes and fives are out	7 Twenty-one pips on every 5 pieces.
Sixes and fours are out	7 2-5 Twenty-two pips on every 5 pieces.
Sixes and treys are out	4 4-5 Twenty-four pips on every 5 pieces.
Sixes and deuces are out	5 1-5 Twenty-six pips on every 5 pieces.
Sixes and aces are out	5 3-5 Twenty-eight pips on every 5 pieces.
Sixes and blanks are out	6 Thirty pips on every 5 pieces.

TABLE No. III.

When all the--	The unplayed dominoes average--
Fives and fours are out	4 4-5 Twenty-four pips on every 5 pieces.
Fives and treys are out	5 1-5 Twenty-six pips on every 5 pieces.
Fives and deuces are out	5 3-5 Twenty-eight pips on every 5 pieces.
Fives and aces are out	6 Thirty pips on every 5 pieces.
Fives and blanks are out	6 2-5 Thirty-two pips on every 5 pieces.

TABLE No. IV.

When all the--	The unplayed dominoes average--
Sixes, fives and fours are out	5
Sixes, fives and fours and treys are out	2
Sixes, fives and fours and treys are out	1

TABLE No. V.

When all the--	The unplayed dominoes average--
Blanks and aces are out	8
Blanks, aces and deuces are out	9
Blanks, aces, deuces and treys are out	10
Blanks, aces, deuces, treys and fours are out	11
Blanks, aces, deuces, treys, fours and fives are out	12

Example: Supposing all the sixes and fives are played, the above tables show that each domino must average four. Then the player may see what the average of pips on all dominoes played is, exclusive of sixes and sevens.

If the player's dominoes average four or more spots less than the average four, and, if he has the same or a smaller number of pieces than his opponent, it is safe to block, as he is sure to win.\*

\*N. B.—It is wise, if there seems to be a possibility of blocking the game, to make the calculation, unknown to the opponent, as otherwise, if he be anything of an expert himself, he will, after watching the counting and noting the refusal to block, do it himself.

There are various ways of ascertaining what dominoes remain in the "stock" as, for instance, when Y passes—can not play—X can tell from the number of the suit in his hand whether there are any in "stock;" or, again, if, in the course of the game X has given Y a chance to play a given *double* and he has not taken advantage of it, it is safe to assume that he does not hold it, and, therefore, it is in the "stock."

### SPECIAL RULES FOR THE DRAW GAME.

1. A player should lead originally from his longest suit; for, if he leads a high double of a suit of which he holds no more, the chances are that he will play directly into his adversary's hand. This same law holds good also, regarding the play of even one indifferent piece.

2. The second player ought not, under any circumstances, to draw more than half the "stock," unless absolutely obliged to do so; as, by such a proceeding, he would prevent his adversary from drawing an equal number.

3. An expert player may sometimes be justified in drawing nearly all, or even the whole of the "stock," as the information thus gained of what his opponent has, may enable him to get rid of them all before said opponent can manage to play his limited number of dominoes.

4. When a second player holds a good hand; *i. e.*, one consisting of a *strong suit*, at least three dominoes of the same denomination, and no double unguarded, or a hand containing dominoes of every suit, he should not draw, unless obliged to do so.

5. Once a player has begun to draw he should continue to do so, especially if he gets a high double, until he holds several of that sort.

6. It is often a disadvantage to hold the greater number of dominoes, though, again, sometimes it proves an actual advantage, as thus, the player is able to keep both ends open to himself and closed to the opponent, and he may, in this way, manage to get rid of all his pieces.

7. When holding more pieces than the adversary, it is necessary, in order to win the game, to know what dominoes remain in the "stock" after it has been exhausted; *i. e.*, what the two remaining pieces therein are.

8. Care must be taken not to play into the adversary's hand: For example, he has shown that deuces are his suit—of which X has none—and the deuce-six, deuce-five and deuce-blank are out; therefore X should avoid, in any case, and, above all, if

the "stock" is full, playing either a four or a three, for if the adversary, Y, holds a four-deuce or trey-deuce the result would be fatal.

9. Sometimes it is well to test the strength or the nature of the opponent's hand, even at the risk of a disadvantageous move.\*

10. Generally, a player can tell by studying his own hand, whether his adversary holds a good, indifferent or poor one: for instance, if X holds dominoes which do not average anything like six, those of Y will be heavy. If those of X are the average, it will be safe to assume that Y's are about the same, while, again, if X holds "heavy cards"—dominoes with numerous pips—those of Y will assuredly be light.

11. Hesitation is fatal, as by a moment's indecision regarding a "pose" or move a quick-witted adversary will get an inkling, perhaps, of what is passing in the other player's mind, and of the particular play which is thus being concealed from him.

12. Let each player form as clear an idea as possible under given conditions of the adversary's hand, and then decide without hesitation which of the three courses it will be best to pursue; run out, block the game, or oblige the opponent, to enable him to make Domino.

13. If Y has been obliged to take a number of pieces from the "stock" and has a "full hand" while X has only a limited one, and X can manage to play a "pose" or two without being blocked, he ought to be certain that he will win; for when he reaches that point, his hand will be so small, as compared to that of Y that he will scarcely be able to prevent X from winning without blocking himself.

14. If X has what is termed a high hand, and there are several dominoes still in "stock," he should be careful how he plays the fifth of a suit, of which he has no more, and the double is not out. For example, six-five, six-deuce, six-ace, six-blank have been played, and X must take care how he plays four-six, as if Y having double-six he can play it, or if he has a six-trey he may play it to X's six, and if X draws a double-six it will be blocked.

15. If the average of the pips is high in X's hand, according to the nature of the game, is high, he should be careful of running any risks: to play a simple game, that is, keep both ends of the game open, is the best method.

Finally, it should always be borne in mind that a careless "pose" on the part of one player, may give an undecided

\*N. B.—It is far better certainly than to grope blindly all through the game.

antagonist just the information he wants regarding the advisability of blocking the game, and thereby lose the chance of winning to the first named.

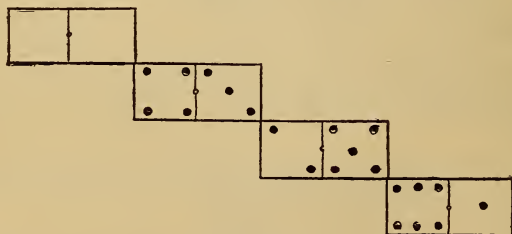
These rules must be studied carefully, and can be carried into practice, strictly or in moderation, as the exigencies of the game require.

## THE MATADORE GAME.

It is claimed that this variety of the draw game originated in Spain, and the title, derived from the word *Matar*, to kill, certainly suggests the arena of the bull fights, where, indeed, the opponents meet in a struggle which eventually ends the life of one or the other; sometimes both. Furthermore, it is the only game of dominoes which introduces the equivalent of trumps. Matadores are, in truth, even more powerful than trumps, for they can be played at any time, and either end may be placed outside, and they override any other card, not a matadore.

The dominoes are shuffled as in the other games, and after the lead has been decided, each player draws, at random, seven pieces, the remainder forming the "stock" or "talon."\*

The leader poses a doublet, or if he has none, the highest domino he possesses. The second player now plays, "posing" a domino which contains the complement of seven with that on the square at either end of the piece already down. For example, he must pose a trey to a four, a deuce to a five, a six to an ace, or *vice versa*. Matadores are four in number, being the dominoes which, in themselves, have, on their face, seven spots or double blank. In the single set they are: 1, double-blank; 2, four-trey; 3, five-deuce; 4, six-ace.



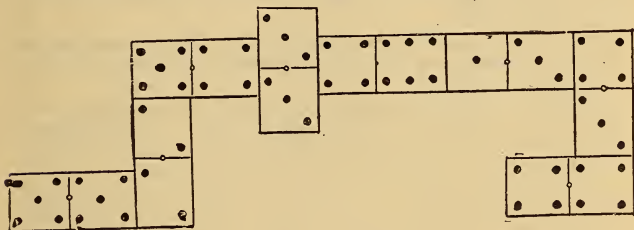
Matadores.

\*N. B.—After the first deal, the lead is taken alternately by each player, but is drawn for anew for each fresh game.



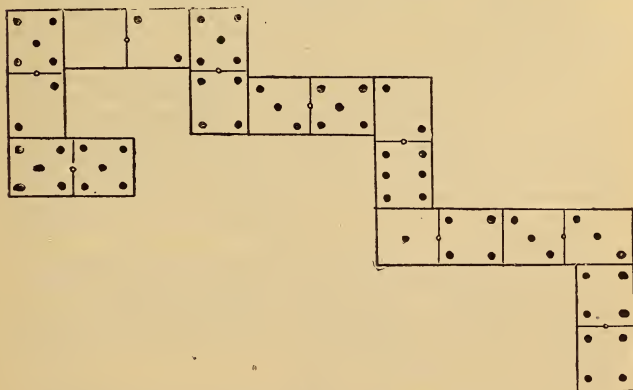
Of course, no domino in this, the single set—"double-sixes"—can contain at one end the complement of seven with a blank, therefore a matadore must be played. The matadores are the only dominoes which can be played on a blank, and beyond this, can be "posed" anywhere and at any time, irrespective of previous pieces already down, and can be placed at either end, outward, according to the fancy of the player.

Here are two illustrations of the method of play :



No. 1.

Above diagram shows starting of the game with double-treys.



No. 2.

Diagram No. 2 shows start with highest number—five-four—the leader holds at beginning of game.

## DOMINOES.

In diagram No. 1, for instance, the start is made with double-trey, therefore the second player must pose a domino having a four at one end, as this number alone will make the seven.

In diagram No. 2, the second player has the option of two numbers—trey against the four—or deuce against the five. In No. 2 it will be seen, a five-deuce, being a Matadore, the five end is posed against a blank; the deuce could have been played had the player desired. A domino which is not a matadore, can only be played, of course, when it matches the end of a piece already down.

The second player, when not able to play a matadore or match *must* take from the "stock" until able to do so, or the "stock" is exhausted.\*

When the "stock" is exhausted, and a player not having a matadore is also unable to match, he says "go." The adversary must go on, if possible, and the first player, who has only forfeited a turn, must play again when his turn comes.

Thus the game goes on in this way until one player has played all his dominoes, or there is a "block"; that is when neither can proceed, and the "stock" is exhausted, save two.

Generally, the game is one hundred up, and, as in all card games, three make a rubber: any number of points can be settled upon, however, according to agreement between the players.

Occasionally a player will score one hundred without his adversary scoring at all; this is known as a Zapatero, and counts two games.

The scoring is like that in the Draw game, save that the opponent's pips are counted in the case of a block, and not the amount of all the unplayed dominoes. Doubles count all the pips, and at both ends. In playing, a doublet counts only as a single piece. Example: double-six is a six and can only be played on an ace spot or on a double-ace; if still in the hand, though, after domino is called, it counts twelve points to the winner.

This game is essentially a two-handed game, but is played by three players, and more, sometimes.

With three players, as in the case of two, the ordinary set is used: when a greater number take part in it, however, dominoes of the double-nine or double-twelve sets are necessary.

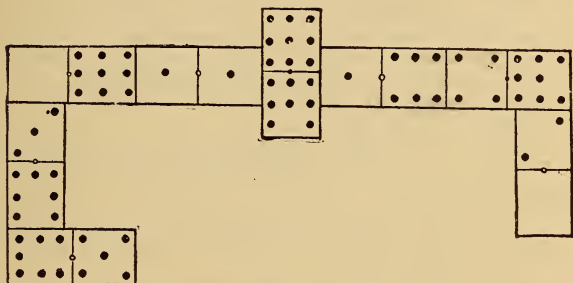
When three play, he who holds the lowest number of pips scores the pips of the player who has the most, and not the sum of pips his opponents' possess.

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\*N. B.—The player keeps in his hand, of course, all the unplayable dominoes he draws from the "stock," while, on the other hand, each player, in turn, even if able to "pose" or match a matadore, or both, for that matter, is allowed to take at will from the "stock," provided always, that he leaves two dominos therein.

When four play, they must cut for partners, as is done in whist, and play as in that game. The partners, whose total number of pips amount to less than those of their adversaries, score the sum of these latter's pips.

When a set of double-nines is used the method of play is the same as in double-sixes, save that the number to be made each time is ten instead of seven.



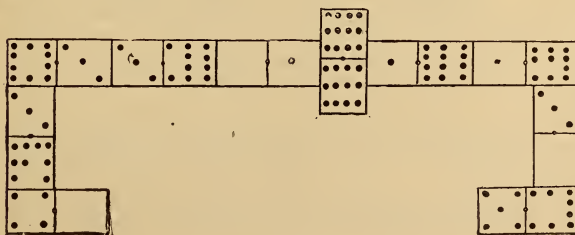
No. 4.

For instance, as seen in diagram above, if a double-nine is played it must be matched by an ace at either side; a four-eight by a six at the four end and a deuce at the eight end, and so on.

The matadores in this set are nine-ace, eight-deuce, seven-trey, six-four, double-fives and double-blank.

The dominoes in this set are fifty-five in number.

When the double-twelve set is used, thirteen is the number to be made each time. Example: Double-twelve must be matched by an ace; ten by a trey; nine by a four; eight by a five. See illustration:



No. 5.

The matadores in this set are twelve-ace, eleven-deuce, ten-trey, nine-four, eight-five, seven-six and double-blank. The dominoes in the complete set number ninety-one.

The special rules for the Matadore game may be cited briefly:

1. In the first, if the player holds a double-blank and one or two other matadores, he should "pose" the double-blank, thus obliging his adversary to draw at length from the stock.

2. When a double-blank, or any single matadore, is dealt (drawn by) a player, he should avoid playing it until necessary. As a rule, matadores are held back, as they are valuable in that they save the player from having to draw at a critical point in the game when there is a blank at both ends.

3. When possible, lead with a double, as thus the opponent has no choice as to his play.

4. When a blank has been played at both ends, and the player next in turn holds a double-blank, he should pose it, thus putting the responsibility of drawing upon the opponent or forcing a matadore.

5. In drawing, the player should not be too ready to play a matadore if he gets one, but either use his judgment whether to continue to draw or not.

6. Matadores are valuable always, but more useful for defensive than offensive purposes. They will often save a player from drawing from the stock in quantity, but are not of any more use in attacking the enemy than the ordinary dominoes, with the exception, of course, of the double-blank.

7. Matadores should not be played when it is possible to draw any other piece, as the opponent may hold the dominoes which block the play. For example: X plays four-trey when there is a blank at both ends, and Y does not hold either blank-four or blank-trey, therefore runs the risk of being blocked again, if Y happens to have either or both in his hand. If, however, Y holds one of them, for instance blank-four, he can play the matadore, placing the four outside. When a player has neither, it will be better tactics to draw, provided that there are several pieces in stock, until he obtains one of them, as then the matadore can be played with comparative safety.

8. The score is made by the player who has fewer—or the fewest—pips at the end of the game; therefore, a player should use his judgment as to the number of pieces he can draw with benefit to himself. He can decide, after a little experience, how much the value of dominoes drawn, and the information gained thereby, counteracts the risk of overfilling the hand.

9. A blank should never be played unless the player has a matadore, or one end is already blocked.\*

10. The player should give particular attention to the blanks which *guard* the matadores—except the double-blank, held, perhaps by him, as, should such matadore be in the opponent's hand, the matadore is, to a very great extent, neutralized.

Matadore six-ace	is guarded by	six-blank, ace-blank,
“ five-two	“	five-blank, two-blank,
“ four-trey	“	four-blank, trey-blank,
“ trey-deuce	“	trey-blank, deuce-blank

and so on, through the set.

For instance, X may hold two matadores—six-ace, four-trey—and five other cards, his hand will not be effective if Y holds double-blank and the four double-blanks; Y, in his turn, should try to keep the guards, or “picadors,” and draw from the stock rather than part with them.

When once a matadore is “posed,” Y should block that end, and use the other blank as soon as he can: *i. e.*, never “pose” a blank, unless two matadores, at least, remain in the hand.

11. When Y declares the strength of his hand by playing blanks, and X does not possess the double-blank, he should avoid playing a domino which may have a blank upon. This can be done by playing the complement of the blanks already “posed.”

12. If X has reason to believe that Y has the blanks, he should prevent his using them as much as he can. Again, if X does not hold six-blank, four-blank, or deuce-blank, he must avoid playing an ace, tray or five, as far as possible, as it is likely they would injure his hand; hence, when in doubt between two dominoes, he had best take one which is not an ace, trey or five.

## REGARDING THE HANDS.

A mixed hand—that is, one holding dominoes of each suit—is a fair playable one, and when the adversary has not an overwhelming number of matadores, is likely to score. A long suit may also be considered of value, though three of two suits which are complimentary, are even better; say, either sixes and aces, fives and deuces, fours and treys. For example, holding three sixes and three aces, it is best to play the sixes, and

\*N. B.—When the opponent goes out of his way to play a blank, it may be safely assumed that he holds matadores; therefore, a blank should never be played, unless two matadores are in the hands, as otherwise it is simply playing into his hand.



force the opponent's aces, or compel him to draw or sacrifice a matadore. Blanks are valuable—the double-blank especially. When holding a long suit of blanks, and also the double, it is a good play to block the game at every chance and thus exhaust the adversary's matadores.

The variation of this game, in which a matadore, when played, scores one, and one also is scored for every seven or multiple of seven that appears jointly at the opposite ends of the game, only complicates an already difficult one. Doubles count their full number of pips; as, for instance, double-six and double-ace make fourteen, and score towards the game. This variation appears to be an attempt to assimilate the original game to all fives and all treys.

The student will decide for himself whether it is worth while to take up this particularly hard variation. The author does not specially recommend it, although every scientific investigation which an individual can make interesting to himself must always be more or less beneficial.

## THE BLOCK GAME AND ITS VARIETIES.

### THE BLOCK GAME.

This is the best known and most generally played game of dominoes for two people. Sometimes it is called "Double-Sixes," or the "English Game."

The cards are shuffled, the lead drawn, and so forth, as previously described: Then each player takes, at random, of course, seven dominoes. Thus, fourteen being disposed of, the other fourteen remain, face downward, on the board, and form the *reserve*.

The winner of the first "pose" then places a domino on the table, and the game proceeds.

The game is won by the player who makes "domino"; or, if the game is "*blocked*" by the one whose pips are lesser in number.

When the game is one hundred, or some other number agreed upon, the maker of the "domino" scores all the pips on his opponent's dominoes; or, should there be a "block," the one who has the lesser number of pips scores in one of the three following ways, according to the agreement made at outset of game:

1. Either the number of pips held by both players added together, or,
2. The number held by his opponent; or,
3. The difference between his own and his opponent's pips,

The first is generally considered the best, as it makes the game far more interesting, and does away with indiscriminate blocking.

The dominoes are shuffled anew and a fresh hand made.

## RULES OF THE GAME.

1. The hand must be carefully examined and note taken of the long suits. It must be remembered always that the object of this game is two-fold—to get rid of one's own dominoes, and prevent the opponent from disposing of his. Play, therefore, from the strong suit.

2. Three of a suit is strong, as it is not likely that the adversary holds more, if so many, of the same. The larger the number of any suit held the greater the chances that none, or certainly only a few, will be found in the adversary's hand.

3. If undecided which of two dominoes to play, take the one bearing the larger number of pips, so that as few pips as possible will be in the hand when the time comes to count.

4. Keep doubles in hand as little as possible, for they are difficult to place. If, however, the player holds doubles, it will be well for him to wait until the opponent gives him a chance to get rid of them; for, in trying to make an opportunity to play them himself, the attention of the opponent, if he be an experienced player, will be attracted to the manœuvre, and he will be apt to block his double.

5. If there is a number at one end of the game which belongs to the player's strong suit, or from which his adversary draws back, it is best to follow him at his end, as the probability is that he cannot go at the other, and thus it will be kept open for himself until unable to play at adversary's end.

6. When optional to block the game or not, the player must be guided by his opponent's previous play, as to whether his hand is light or heavy, and decide accordingly. Or, in the absence of indications, let his calculations be based on the consideration that the average number of pips on all the pieces is six; hence, if those already "posed" and those in his hand average less than six, and the opponent has an equal or greater number of dominoes than he possesses, it is best to block.

7. At the beginning of the game a light, varied hand, such as six-deuce, five-trey, four-ace, four-blank, three-blank, deuce-blank and ace-blank, is considered very good. To begin with,

it is nine points below the average, and besides being varied, it contains a long suit in twos. Varied hands, as they are called, are preferable to a long suit, as the opportunity to play the latter to advantage may not come, while the former allows the player to keep the game open to himself at both ends for a few moves, at least. A number of heavy doubles would be, naturally, a most undesirable hand.

8. The second player should endeavor to mislead his opponent by playing at each end, indifferently. This will be found to be more of an advantage than playing to his last domino.

9. When one end is blocked to a player, though open to his adversary, he should try to play one of his long suit, with the object, of course, of making the adversary play at the end blocked to first player, and thus shut it against his strong suit.

10. The player should bring both ends as often as he can to the number of his strong suit, as this play will either block the adversary or force dominoes of that suit out of his hand.

11. When holding a heavy hand, the player should prevent his adversary from blocking the game by playing his heaviest first and keeping both ends open to himself.

The player must use his judgment freely and not hesitate to play what may be regarded as an eccentric game sometimes, particularly if, as a rule, he follows the correct one. Again, a player must draw all the inferences possible from his adversary's play, and prevent, however, from insight into his hand.

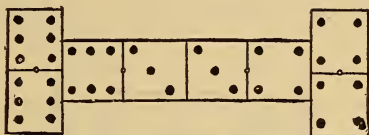
## MUGGINS, OR ALL FIVES.

This game is popular, and permits of two, three or four people taking part in it.

The object of the game, as the second title suggests, is to make a five or decimal figure always. It is capital practice for quick calculation, and success depends upon the skill of the player rather than upon so-called *luck*.

The dominoes are shuffled as usual, and "pose" drawn for, according to rules already given. Each player takes an equal number of pieces, generally five, and not more than seven, but in drawing the dominoes, must see that two are left in stock as a reserve. The game must be so played that the aggregate number of pips at opposite ends of the figure are five, ten, fifteen or twenty. The double dominoes must be placed transversely. This rule, although usual in other

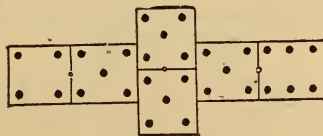
games, is absolutely compulsory in this and similar ones. (See illustration.)



If the leader can "pose" six-four, double-five, five-blank, or trey-deuce, he scores two or one, for instance, as the case may be. Following this, if a domino is played that makes the total number of pips at both ends of the figure five, ten, fifteen, or twenty, the player scores one for five, two for ten, three for fifteen, and four for twenty.

The player who makes a count must announce it immediately; failing to do this, or if he makes mistake of the amount when declaring, and any of his opponents cry "muggins," he is debarred from scoring the count.

The game is fixed at any number, within reason, that the players agree upon. Thirty-one makes it about equal in length, however, to "a hundred up" in the block game. Sometimes a low number—say 10 or 15—is chosen, and that renders it "short, sharp and decisive," adding, of course, a bit of excitement to the play. Two hundred is the number usually chosen for a two-handed game and one hundred and fifty when three or more play. As an example of play, suppose X leads a double-five and scores two. This is his very best *lead*, and scoring two as it does, it effectually blocks Y's scoring next time, unless he plays five-blank, as that also scores two. Now let Y play five-six, thus making sixteen at the two ends, viz., six at one and ten at the other. Then let X play five-four to the double-five end, and once more he scores two; the two numbers as seen at either end are six and four, hence make ten. (See illustration.)

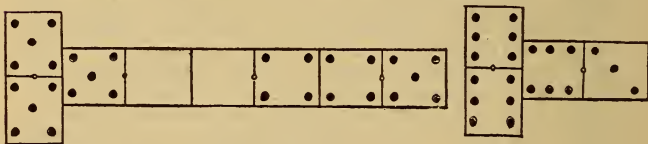


The game proceeds thus until one of the players calls "domino" or the game is blocked.

Four is the highest score at any one "pose," and happens only when there is a double-six at one end and a double-four at the other.



Three points are made by a double-five at one end and a five at the other, or double-six at one end and the trey at the other.



When the game is finished the pips of the dominoes which cannot be played are added up and the number of times five is contained in the multiple of five nearest the number of pips in the adversary's, or—when a round game—adversary's hand which shows the most pips is added to the score of the player who holds the lesser, or least number of pips, or to the player who makes domino. For instance, if X has fewer pips than Y, whose hand contains twenty-seven pips, X scores five; whereas, if Y held twenty-eight pips, X would score six, since thirty, or six times five, is the multiple nearest to twenty-eight.

Sometimes five is scored to the player who makes five at both ends, ten for ten, and so on.

### A FEW HINTS ON THE TACTICS OF THE GAME.

When not able to make a point one's self, it is well to try to prevent the adversary from doing so; and if the latter is given the chance to score anything, it should only be in order that the first player may make several himself.



For instance, there is a four at one end of the figure; X would be making a good play by placing a trey at the other, although he might not hold the trey-ace; for if he held the six-ace, he would only be allowing the Y to score one that he, later, might score two. Again, however, if X did not hold the double-trey, it would be foolish for him to "pose" a trey to Y's four, for if the latter held a double-trey, he would make two, and X could only score the same amount with a trey-six.

If a clever adversary does not take advantage of a good opening to "pose" a certain domino, it is safe to presume that he does not possess it, and therefore it must be in the "reserve." It is always well to keep these facts in mind, and act upon the knowledge herein contained as opportunity prompts.

When holding a trey-deuce, always lead off with it, as it is the only piece in the entire set that the opponent cannot score from.

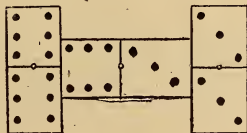
It is necessary to understand the opponent's hand, as this knowledge will be a guide regarding the suits to be avoided, and also a hint when to block the game.

One variation of this game makes it imperative for a player to play every time his turn comes round, if able to match; and when unable to "match," he must draw until able to do so, unless it be a four-handed game, in which case each player can draw once only.

### ALL THREES.

This is really only another variation of "Muggins," the sole difference being that three and its multiple score, instead of five. As the opportunity for scoring is more frequent in this than in the other game, it requires stricter attention to follow it than does the preceding one. It is better to make the game of a higher number than the one used in Muggins.

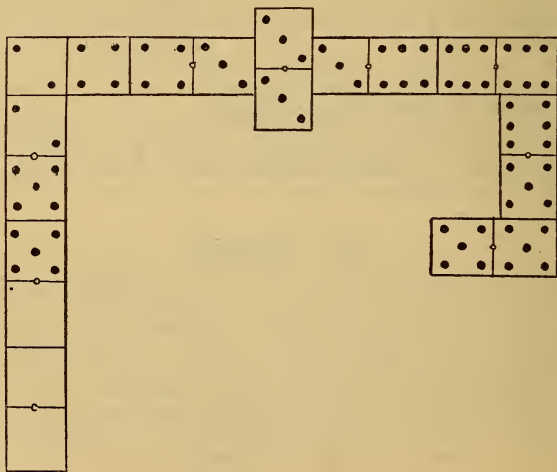
Three, six, nine, twelve, fifteen and eighteen are the scoring numbers in this, and count, respectively, one, two, three, four, five, six. The highest score is eighteen.



## THE FOUR GAME.

This very simple game is intended for four players. All the dominoes are equally distributed, seven to each, hence none left in "stock," or "reserve."

Shuffling, determining the lead and play are similar to the rules of the block game, with one exception, *i. e.*, instead of playing one domino in turn, the player may "pose" as many as he can, provided, of course, that they are played in sequence. For instance, if a play held four-deuce, deuce-five, five-blank, double-blank, double-six, six-five, and double-five, and the ends of the game presented a four and a six, he could "run out" in one turn and win the game.



As will be seen by above diagram, the player who has the lead "poses" double-trey, player No. 2 "poses" trey-six, and player No. 3, a trey-four. Player No. 4 follows with dominoes already cited and "runs out" in one turn.

The question of scoring may be settled by the players according to agreement entered into before the game is begun. Sometimes the winner of each hand takes a certain stake from the

other three; or, again, a certain number is named for a game, which it may take several hands to complete.

The tactics of this game will vary materially, according to the method of scoring. Dominoes not in sequence should always be gotten rid of as quickly as possible, and readiness in observing what pieces will follow each other is necessary, of course. If simply to win a hand is the object, the cards not in sequence should be played first; if, however, it is an advantage to have the fewest number of pips possible at the end of the hand, then a long run should be made whenever the turn comes about.

## CYPRUS.

In this variation of the block game, a double-nine set, at least, must be used. Four or more players may take part in it, and the dominoes played must be "posed" in the form of a star.

The holder of the double-nine—or when double-twelves are used, the double-twelve—has the right to "pose," and must put down that domino. In the first round each player must play a nine or say "go," and pass. Incidentally, it may be observed that it ought not to be difficult to "pose" the required number; for, the set being equally divided—that is, as far as possible, the odd dominoes remaining over division being left on the table—each player should have a good number to select from.

When the star is formed, there will be eight ends to match in continuing the play, any of which may be carried on, irrespective of the state of the others. This sometimes brings about complications in an already difficult game, rendering, as it does, a slight variation in the play, but it will be found interesting.

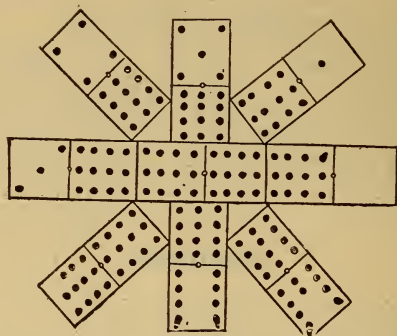
It is not essential, naturally, that the star should be completed before the other lines—or ends—are begun and carried on, for the necessary dominoes of the first suit "posed" may still be on the table, *i. e.*, in the reserve.\*

Following are given diagrams illustrating the star as formed by double-twelve dominoes, and the game in a progressive state, as played with set of double-nines.

\*N. B.—Regarding distribution of dominoes, it may be well to state that, if there are four players, each should take thirteen (leaving three in reserve), when five or six play, eleven and nine, respectively; seven, take seven; eight or nine, six; ten, five; and when double-twelves are used, division can be made according to same rule.

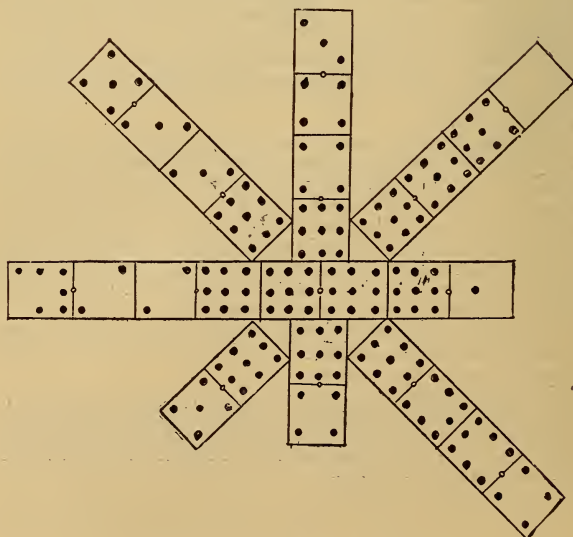
## DOMINOES.

Double-Twelves.



Cyprus Star.

Double-Nines.



Cyprus Star in Progressive Condition.

## SEBASTAPOOL.

This game can be played, and generally is, by four people, each taking seven dominoes and leaving nothing in the stock. The player holding double-six leads, and "poses" that piece. In the first time round each one must play a six, or "go." After playing to each end of the six it is necessary to match each side of it also. When the cross is formed there will be four ends to match, and this may be done regardless of the condition of the others.

Illustration No. 1, on following page, shows the cross as formed in the first round, and it now remains to be enlarged by the matching of the ends, which, in this diagram, are trey, four, blank and five.

Illustration No. 2 shows the cross in progress of enlargement. In this diagram the centre domino, from which the cross starts, is double-fives.

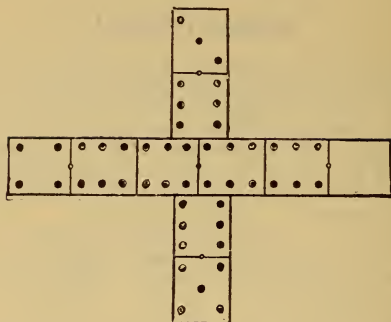
The same rules obtain in this game as in Cyprus. It can be played, especially in a *round game*—say eight or ten people—to better advantage with a set of double-nines.

## TIDDLE-A-WINK.

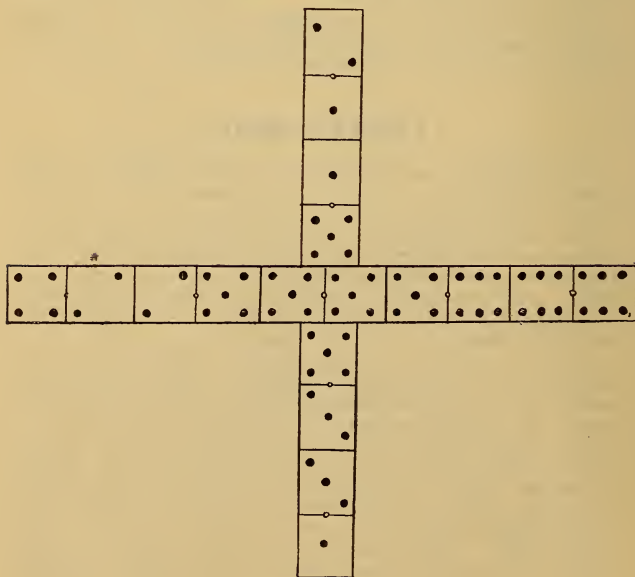
This variation is most entertaining, and is essentially a *round game*, in which any number may take part—"the more, the merrier."

The number of dominoes drawn by each player depends, of course, upon the number who play. If double-sixes are used, then three or four pieces, according to agreement, to each one. When more play—seven, eight or ten—it will be found advisable to use the double-nine set, as at least four cards should be left in the reserve.

When the players are each supplied with their quota of dominoes, then double-six, or double-nine—depending upon the number at the table—is called for, which the person holding it leads. If it is not out, then the next highest double must be played, and the one who holds it has the lead and must "pose," and so the game continues round the table, each one playing in his turn. When a player has a double, either at the lead or in another part of the game, he has the right to play again, thus obtaining two turns instead of one, provided, naturally, that he can "match." When unable to do this, he says "go," and passes. The game proceeds after the usual fashion, and the one who runs out first—makes domino—cries "Tiddle-a-Wink,"



No. 1.



No. 2.



and the game is his. In the event of the game being blocked, he who has the smallest number of pips wins. In all other respects this is quite similar to the block game.

## DOMINO POOL.

Three or more players take part in this variation, either "all against all," or as partners. The division of the cards, of course, depends upon the number playing: if three, each takes seven; if four, five; if more than this, then a double-nine set must be used, when six will take seven dominoes each; eight or nine, five each. This will leave about a quarter of the pack in stock, a convenient number to draw from.

Shuffling and drawing for lead and places are determined after the usual custom. Then, the players having taken their pieces, according to the number in the game, the leader "poses" one; the player to the left must match, if possible; if unable to so, he passes, and so it goes all round the board. Thus it continues until one player makes "domino," or the game is blocked. When this happens, the score of each player is put on paper, the dominoes re-shuffled and a fresh hand begun, the eldest hand of the previous one leading, until the end of the game.

The pool is formed, as at billiards, by the distribution of the players.

When a player has scored one hundred points, or any number agreed upon, he has lost his lives, but is permitted to "star"; that is, pay another contribution to the pool with a score against him equal to that of the player who has the highest score.\*

The rules are similar to those of the block game, save that there is not so much scope for science. When one player is very far ahead, then, the others can, if they choose, combine against him, while, in his turn, the player who is ahead must concentrate his energies to frustrating the adversary who is nearest him in score, he being the most dangerous of all.

It is almost useless for one player to try and stop the progress of the player who holds the leading position, unless the other adversaries will unite with him in this attempt. When a player finds that his adversary has almost all the dominoes in a special suit, it will be well to combine with him in blocking the others. When holding one or more doubles, with another domino of each suit, play the doubles first; if, however, a double and

\*N. B.—No player is obliged to score, nor can he "star," more than once; but each one may "star" save the last two left in, who divide the pool, or play the game out, this to be agreed upon also at beginning of game.

several of the same suit are in his hand, the player should hold the double, as he will, by his own hand, be able to bring it later into the game. Play a *defensive game* when without one or more suits. In posing, lead a heavy card, unless a strong suit suggests a better chance of success.

When only three players remain in, say X, Y, Z, and X is far ahead, Y has starred, Z must prolong the game, and, if possible, equalize the scores of the other players, for he may have a chance of "starring" too, if he finds it feasible.

When two players are ahead of the others, these latter should not embarrass each other in their "combination" against the first two: a joint attack against one leader is always to be recommended.

In scoring, if the game is one hundred, then each player scores as many pips as he holds, and the one who scores a hundred first, loses points to each of the others. Example: X, Y, Z and W play; Y has one hundred; X, fifty; Z, eighty, and W ninety-eight: Z loses fifty points to X, twenty to Y and two to W.

The method given is adapted to the game, and "starring" will prove an interesting feature, differing as it does from other varieties of domino games.

## DOMINO DRAW POOL.

This variation is generally considered far better than Domino Pool. The rules are the same, save that in this one if a player cannot match he is obliged to draw one domino from the "stock," and then, if still unable to match, he cries "go." Two dominoes must be left in the "stock" here, as in other draw games.

## MISCELLANEOUS GAMES.

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### DOMINO WHIST.

This game is played by four people, and proceeds after the manner of whist.

Sometimes the twenty-eight dominoes are drawn in the beginning, but the game is made more interesting when six only are taken by each player, the other four remaining in "reserve." The dominoes are shuffled and drawn in the usual manner. When partners are selected they are "drawn for," the two who get the smallest number of pips play together.

After the "pose" the game continues from left to right, and when a player cannot "match" at either end of the figure, he says "go," forfeiting his turn, of course, while his left hand neighbor proceeds in his turn to play. There are various methods of scoring, but the best one seems to be for the pair who hold the lesser number of pips, to score the aggregate number in the hands of their opponents.

A player must pay close attention to the "pose" of the dominoes, so, if possible, to outwit the adversaries and aid his partner. It is always best to get rid of so-called "heavy dominoes," unless, of course, by so doing, the player is playing into his adversary's suit. When the player has a good hand and it is his lead, he must try and win, regardless of his partner's position; as, on the contrary, if it is his partner's "pose," and he (the first player), has a poor hand, he must sacrifice it to help him. It is wise always to play from the strong suit, thus keeping the partner informed of its actual condition, while the partner, on his part, will display his suit and help to establish the first as best he is able to do.

It is also a good plan to try and discover what dominoes the partner holds; *i. e.*, whether his hand is heavy or light, and what pieces are likely to be in the reserve, so that one can decide when to block or keep open the game.

## DOMINO EUCHRE.

This variation is also played by four persons. The dominoes ranking as follows: the double of the trump suit is the Right Bower; the next lowest double, the Left Bower. The exception to this rule is, that when double blank is the trump, there being no lower double, the Double-Six is adopted in its place and becomes thus the Left Bower. For instance, in this case, Double Blank is Right Bower, and the highest double (Double-Six), the Left Bower.

After the Right and Left Bowers have been selected, the value of the remaining dominoes is governed by the number of pips following the trump. Example: Six is trump; the Double-Six is Right Bower, the Double-five Left Bower, followed by Six-Five, Six-Four, Six-Trey and so on down to Six-Blank.

When Ace is trumps, Double-Ace is Right Bower and Double-Blank is Left Bower; the Ace-Six is the next in value, and so on to Ace-Blank, of course. When Double-Blank is Right Bower, however, and Double-Six Left Bower, then Blank-Six is the next, and so it goes on down to Blank-Ace, the lowest trump.

When a suit is not trump, the importance of the dominoes rank from the double of the suit in regular order downward.

The game begins with the drawing of the dominoes to decide who shall turn up trumps; he who takes the lowest one having this privilege, and is also termed the dealer.

After the dominoes have been re-shuffled—after the usual fashion—each player draws five pieces, beginning with the *eldest hand*, and the dealer turns up one of the remaining dominoes for trumps. The half of the domino which has the higher number of pips upon it decides the suit of trumps suit. For instance, if Six-ace turns up, the Six is trump suit, or if Ace-Blank, then Ace is trump suit. After the first hand, the privilege of turning trump fall to each player in turn.

The eldest hand does not lead unless he exercises the privilege of "ordering up" or "making" the trump. Only the player who takes the responsibility of the trump; *i. e.*, "takes up," "orders up," "assists," or "makes" the trump, has the right to lead.

With this one exception, Domino Euchre is like the card game bearing the same name.

## DOMINO POKER.

Twenty pieces only are employed in this game, the double-ace and all the blanks being discarded. The hands rank in

regular order—that is, from one pair to the royal hand, this being the highest that can be held. The hands are:

ONE PAIR—Any two doubles; double-six and double-deuce will beat double-five and double-four.

FLUSH—Any five of a suit, not in consecutive order, as six-ace, six-trey, six-four, six-five, and double-six.

TRIPLES, or THREES—Any three doubles. The double-ace and double-blank being out of the game, of course there can be but one hand of triplets in the same deal.

STRAIGHT FOUR—A sequence, or rotation of fours: four-six, four-five, four-trey and four-deuce.

FULL HAND—Three doubles and two of any suit: as, for instance, double-six, double-trey, and double-deuce, together with deuce-four and deuce-ace.

STRAIGHT-FIVE—Sequence of five.

STRAIGHT-SIX—Sequence of six.

FOURS—Any four doubles.

ROYAL, or INVINCIBLE HAND—Five doubles.

If none of these hands are “out,” the best is determined by the rank of the highest leading dominos; as, for instance, a hand led by double-six is better than one led by a double-five; while a hand led by a double-deuce is superior to, and will beat, six-five, and six-five, in turn, will outrank five-four.

This variation is governed by the laws of the game called Straight Poker, and is played exactly like it, the only difference lying in the fact that one is a card game and the other dominoes; hence, of course, the hands do not rank the same.

## BINGO.

This variation is similar to the card game of Sixty-six, and is played as much like it as the difference between cards and dominoes will allow. The pieces rank, of course, as they do in other domino games, with the exception of the double-blank, which ontranks the rest. Double-blank, called Bingo, counts fourteen spots, and all the other blanks seven each. Bingo (double-blank) will take the double of trumps always.

The game is played by two persons, and the lead is decided in the usual way, *i. e.*, the lowest having the lead. Each player then draws seven pieces, after which the elder hand turns up another domino, the highest spot on which is trump. The leader “poses” his piece and the game proceeds after the manner of Sixty-six.

The game consists of seven points, made after the following manner: The one who first counts 70 scores one point towards

the game, and if he scores 70 before his adversary has counted 30, two points; if before the opponent has made a trick, three points. When Bingo captures the double of trumps, it adds, directly, one point to the winner of the trick.

The dominoes count thus to the winner of the trick containing them: Double of trumps, 28; other doubles and all other trumps, according to their pips, six-four and three-blank, for instance, 10 always, whether trumps or not. The other dominoes have no value.

When a player happens to have two doubles in his hand, he can, when his turn to lead comes, play one, show the other and announce 21 points, which are added to his score directly he has won a trick. If he holds three doubles he scores 40; four doubles, 50; five doubles, 60; six doubles, 70. When Bingo is among the doubles held it adds 10 more to the score.

### DOMINO LOO.

For this game cardboard dominoes are preferable to those made of ivory or bone, and, if used, should be cut, shuffled and dealt like playing cards.

If only two people play, the one who cuts the higher "card" (we shall call the dominoes cards in this instance) deals, and his adversary has the lead. After this the lead alternates throughout the game.

In cutting, the doubles count before any of the ordinary cards. For instance, if X cuts double-blank, and Y six-five, the former deals. Each player receives five cards and the dealer turns up the trump card, unless a double is turned up, the higher number on any other which is turned up is the trump suit.

When a player is not content with his "hand," he is allowed to "miss," that is, throw away his cards and take six others from the top of the pack, and after looking them over, must discard one of them. The dealer, in his turn, may exchange one of his cards for the *trump*, or may take "miss"; he cannot do both.

The method of play in this variation is not like any of the other games of dominoes, the players proceeding as in Loo.

The leader plays a card and his adversary plays to it, according to the laws of Loo. The cards thus played make up a trick, and the winner of the same has the following lead.

The higher card of the suit, not necessarily the higher domino, wins the trick. Any card led, other than a double or a trump, may be considered one of two suits, according as the



leader decides. For instance, a five-ace is led, and the holder of it may make (call) it a five-ace or ace-five; in the first case any five, other than five-blank, can beat it; in the second, only an ace-six, double-ace, or a trump, can do so.

The value of the cards is as follows: Double of trump suit is the highest, and the remainder of the trump suit rank in numerical sequence, a six ranking higher than a five, and so on; then the others of the *plain* suits. Cards in the plain suits rank thus, double, six, five, four, trey, deuce, and so forth.

The double is always the highest in each suit, double-blank, for example, ranking before blank-six.

The leader must always state which suit he desires the card to be. If he plays four-blank and calls it thus, *four* is the suit; but if he calls it blank-four, then *blank* is the suit. However, he must announce a trump when led, although in this instance he really has no option.

The laws of the game are the same that govern Loo: when holding two trumps, lead one, and play one after winning a trump, if possible. Follow suit when able.

A player is not obliged to head or win the trick, if he can make another play in accord with rules; if, however, he renounces a suit he must trump, if possible.

Sometimes the rule is to loo a player who breaks a rule, and make him pay an extra penalty for not having scored during the hand; but "Berkeley" considers this "too severe"; and thinks the forfeiting of one or two points more just. Each set of players can decide these points for themselves, for the laws are not arbitrary.

Each trick scores one, and the game is "fifteen up."

A player who does not take a trick is *loosed*, that is, loses five points, and when he is *nothing* "up," made to owe five: in brief, will have to make twenty points to win the game.

Domino Loo may also be played by three or four people.

When three, there are only two misses of seven cards, two of which are discarded after they have been examined by the player.

The deal goes round in turn to the left, and the players play according to rule, the one to the left of the dealer first, and so forth.

The best method of scoring when more than two play, is to form a pool, each contributing a stake, divisible by five, except the dealer, who puts in a double stake; thus, each hand is a game in itself, and the winner of each trick has a right to a fifth of pool.

The rules are the same as in the game of two; only here, if a player break any of the ordinary laws, he should be *loosed*.

When a player is loosed he must contribute to the next pool as much as there was in the previous one.

It is always well to limit the amount of the loo to four times the original stake when three play, and five times when four play. When there is a loo, no player not loosed contributes to the pool, save the dealer, who puts therein the original stake.

If this game is played with a pool, any player who wishes to, may pass: He loses his chance of the pool by this; but on the other hand may find compensation in the fact that he cannot be *loosed*. Any player who takes "miss," must play, however.

If all pass, and the dealer wishes to do so, too, he can, if he chooses, take miss; or, if no miss remain, play his own hand for the benefit of the pool; that is, any share of the pool he may win, is left in toward the next pool, and he cannot be loosed. He must, however, distinctly assert that he is not playing for himself, otherwise, the natural assumption will be, that he is doing so. If, finally, all pass, save the dealer, he gets the pool.

The rules may be given briefly, as follows:

1. Each player may shuffle the dominoes (cards) before the game begins.

2. When it is found that one of the players has drawn a greater number of dominoes than agreed upon, his adversary may take from him the superfluous ones and replace them in the "stock," without, of course, exposing the face of the card.

3. If, however, one player has, by mistake, seen the card or cards, his adversary has the right to look at it or them, also.

4. If again, a player takes into his hand, or even sees one of the two cards which ought to be left in "stock," it must be replaced there, and the adversary may also look at it.

5. When a card is turned by accident, face uppermost on the board, it may be taken back into the player's hand, and no penalty can be exacted, as his opponent has also gained information regarding the card's position.

6. If a player deliberately exposes a card in the act of playing, he shall be made to play it at one of the other ends of the game, if he can do so legally.

7. No player may take back into his hand or change the position of a domino when once played—laid on the table—and touching pieces already down and no longer in contact with the player's hand. The etiquette of the game requires absolute silence regarding the hand one may hold, and even a hint as to what one may or might play is altogether out of place, and should be avoided under all circumstances.

## DOMINO ROUNCE.

Two to four may take part in this game. The dominoes of rank are Six to Blank, and the doubles are the best of each suit, trumps being superior to all the others.

The game begins by "turning for trumps," and the player who turns the highest piece is "trump holder" for that hand.

The dominoes are now shuffled, each one taking five pieces, and the player at the *right* of the trump holder turns the trump; the end of the domino having the largest number of pips upon it becoming trump for that round.

The players to left of trump holder announce in regular succession whether they will stand, discard the hand held and take a dummy, or pass.

When two or three play, there is only one dummy of seven pieces, and the elder or eldest hand has the privilege of taking it, and when all the players pass, up to trump holder, the last player may elect to give him a score of five points in place of standing dummy.

The trump-holder can, if he likes, discard a weak piece and take in the trump turned up, or he can discard his hand for the dummy, provided, of course, that there is one remaining, in which case he must abandon the trump turned. The player who takes a dummy must discard until he leaves only five dominoes in his hand. After the first hand the trump passes to the players at the left in regular rotation.

The game begins at fifteen and is scored down until it is "wiped out," each trick scoring one. The player who fails to make a trick is "bounced," that is, sent up five points.

The suit must be followed, and, if possible, *i. e.*, in the player's hand, trump led after a trick, as is done in Loo. A player, however, is not obliged to "head" (take a trick) if he cannot follow suit.

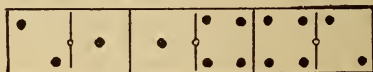
## BERGEN.

After the usual preliminaries each player draws six dominoes. The game is generally one hundred up, and for two persons.

The lowest double leads and is called a double header, and after that the players alternate from right to left. If, however, the player has no double when it comes his turn to lead he plays the lowest piece he has. If, again, a double is first "posed," the one putting it down makes a "double header" and scores twenty points thereby. When also, he poses a domino which makes both ends of the figure or line the same, he scores a double header.

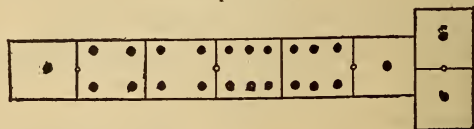
For example: X poses an Ace-Four, Y a Four-Deuce, and should X play to these an Ace-Deuce, thus making both ends either deuces or aces, he has the right to score a double header. Example:

Double-Header.



Again, if X poses a double-ace, and both ends are ace already, he makes a triple-header. Example:

Triple-Header.



A player must play if able to match, and if he cannot match, then he must draw one piece from the "stock." If still unable to match, then he says "go," and his adversary draws one card. Thus the game proceeds until all, save two pieces have been taken from the "stock," or until one player makes "domino;" whereby he scores ten points.

When all the "stock" dominoes have been drawn, save two, and still, neither of the players can match, it is a block; the count is then made and the one holding the smaller number of doubles wins, scoring ten points. If both hold the same number of doubles, the one having the lowest double wins, scoring ten; and finally, if the lowest hand holds a double, and his adversary none, the adversary wins, with a score of ten.

Example: X holds Double-Six and Double Blank, and Y Double-Deuce and Double-Ace; X is the winner. Neither a Triple nor Double Header alone can win a game.

After the score of 90 has been reached a player making a double or triple header scores nothing; at 80, ten points only for either double or triple header, and at 70, twenty points for either. A prudent player will keep the doubles in his hand as long as he can, in the hope of making a triple header.

When three play, the rules are identical with those of the two-game; but when four participate there can be no drawing, and the extra four cards form the reserve.

Of the eighteen games above described the majority are simple and particularly adapted to children; those of a scientific nature are the Draw Game and Matadore, requiring, perhaps, closer attention than little people are always ready to give, while, of the *miscellaneous* collection, which include variations after the different card properties, it is easy to be seen that they tend toward the class known as "games of chance," and must be played, therefore, at the discretion of the student, who will judge for himself just how deep he cares to go into them.



## DICE.

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The invention of Dice is variously ascribed to Psalmedes, of Greece, about 1244 B. C.; to the Egyptians by Plutarch, and to the Lydians by Herodotus, who attributed all games of chance to this people. It is spoken of by Æschylus and Sophocles.

It is doubtless one of the most ancient of games, and, as far as it is possible to trace the etymology of the name, it would seem that Dice—the plural of *die*—the singular is reconstructed from *dee* under influence of plural. The old French being *de*, *det*; Italian, *dado*, and Latin, *datum*, all meaning, however, the same thing, what is *given*, the *throw*, the *die* itself. How often we hear one use the expression: "The die is cast!" without reflecting, probably, on the origin of the term.

The Greeks gave to the various throws that were possible, the name of their divinities and heroes, the best throw, for instance, being called Aphrodite.

The Romans adopted the game, and it was first known among them by the name of *tessera*, a word derived from the Greek, meaning four, because it is square on every side.

Innumerable passages in the ancient writers, and many representations in sculpture and painting, prove how frequent dice was among them.

Differing from *tessera*, which was practically like our dice, were *tali* (originally and in Greek, the pastern of a beast). They were almost of a cubic form and had numbers only on four sides, lengthwise. Often three *tessera* and four *tali* were used together, and the game with dice was, in all probability, called *alea*. Later *alea* came to signify any game at hazard, and *aleator*, a gambler.

The dice which were discovered in Thebes were made of ivory and bone, and quite similar to those used in this day.

The principal distinction between the ancient and modern game seems to lie in the fact that in the former three dice were employed and in the latter usually two only were used.



The example of some of the Roman Emperors, especially of Nero, gave dice a dangerous popularity. During the declining period of the Empire, wealthy Romans would often stake their entire fortunes upon a single chance. At one time, dice and all games of chance were prohibited by several of the Roman laws, save in December, when they were allowed. The laws, it is needless to add, were not strictly observed.

Dice was introduced into France during the reign of Philip Augustus, and has continued a favorite game ever since.

Exactly when this pastime was brought into England we do not learn, but it was very much in vogue there, evidently, in the fourteenth century. It was in 1337, Stow tells us, that the kings of Scotland and France, being prisoners, and the king of Cyprus, on a visit to Edward III., a great tournament was held in Smithfield, and afterwards, Henry Picard, Mayor of London, "kept his hall against all comers that were willing to play at dice and hazard. The Lady Margaret, his wife, did keep her chamber to the same intent."

The Mayor, the chronicle goes on to relate, restored to the king of Cyprus 50 marks which he had won from him, saying: "My lord, and King, be not aggrieved, for I covet not your gold, but your play."

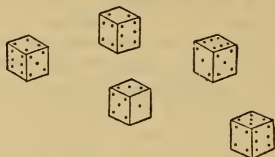
We find again, in the biography of George II. (chap. 19) that "All games invented, or to be invented, with one or more die or dice, were prohibited, except backgammon and games played on a backgammon board. Hence hazard is illegal and also raffles with dice, the latter being also forbidden as lotteries, even if dice are not used."

Later, in the biography of George IV. (chapter 18), 1828, we learn that a duty of twenty shillings was imposed on every pair of dice. See act "to regulate the licences of makers and the sale of dice." In 1868, in the present, Victorian, reign, the duty was abolished.

As most of our games and sports have come to us by way of the "mother country," we may assume that the English brought dice to our shores, though, of course, it is always possible that the compatriots of Lafayette may be responsible for its existence among us. At any rate, it is here, known, and played by a good many people, and it is for the benefit of those not already familiar with it that a description is now to be given of dice and a few of its variations.

To begin with, as most of us know, dice are small cubes of ivory or bone, marked, respectively, on the six sides by spots representing numbers, from 1 to 6. They are arranged in a

manner similar to the corresponding "pips" on dominoes. The sum of the spots on the opposite sides of a die is always seven.



Take the illustration above:

No. 1—	Six	is	opposite	Ace.
	Four		"	Three.
	Five		"	Two.
No. 2—	Two		"	Five.
	Six		"	Ace.
	Four		"	Three.
No. 3—	Six		"	Ace.
	Three		"	Four.
	Five		"	Two.
No. 4—	Three		"	Four.
	Five		"	Two.
	Ace		"	Six.
No. 4—	Five		"	Two.
	Four		"	Three.
	Six		"	Ace.

The dice box is a cylindrical case, usually four inches high, and from one and a half to two inches in diameter, open, of course, at the top, and as a rule, grooved inside, to insure thorough shaking of the dice.

In all dice games, unless previous to the play another agreement is entered upon, the highest *throw* wins. Six is the highest *die* and ace the lowest, the one counting six, the other one, the intermediate numbers scoring accordingly.

To insure a *fair throw*, all the dice must be thrown clean from the box, *i. e.*, the box shaken well and then turned quickly so that the dice will fall flat on the table. The dice, when thrown, must not be touched in any way until the result of the *throw* has been settled beyond question. A throw is *foul* (*i. e.*, unfair) if one die rolls off the board, or table, and on the floor; if any one touches it while rolling; or, finally, if

a die is "cocked," that is, rests tilted on one edge, against another die, or other obstruction, or if it falls flat on top of another one. Foul throws must be thrown again. Three dice are usually the number with which dice games are played.

Vingt-un requires one only, however, and draw-poker is played with five, as there are five cards in a hand in the card game of the same name. Backgammon, though played with the aid of two dice, does not come under the head of dice games, and will not be discussed, therefore, in these pages.

The following games are best known and in very general use where the game is played. Throwing dice, as its title probably suggests, is the first and the easiest—*i. e.*, most simple—of them all. We will therefore head the list with that.

## THROWING DICE.

Each player throws the three dice three times, and the aggregate amount of the spots uppermost at each throw are summed up and placed to the score of the thrower.

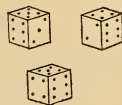
*Ties* throw over again, when it is necessary to establish any result. For example: X throws the dice; the first time he makes ace, four and six, making eleven; his second throw is five, two and three, which counts ten; and the third throw, two fives and a four—together, fourteen. These amounts, 11, 10 and 14.



First Throw.



Second Throw.



Third Throw.

making a total of 35, are counted to his score. Thus the game proceeds, with any number of players, and the one who has the highest score wins the game.

Incidentally, it may be mentioned, that when any object or article is being raffled for, or put up at lottery, the future possession of same, when decided by dice, is made by throwing dice and not by raffles, as this latter term would seem to imply.

## RAFFLES.

In this variation three dice are used, and each player *throws* until he succeeds in matching, *i. e.*, throwing two alike. The

first throw made containing a pair scores the number of spots to the thrower's score.



A Double (two fours), counting eight to player's score.

Triplets, or three alike, take precedence of pairs. Three aces, for instance—the lowest triplet—will beat two sixes and a five.



A Triplet.

Sometimes, by previous arrangement, the game is played differently, the triplets counting only as pairs, as, for instance: three fives would score fifteen points; but would be beaten by two fives and a six.

## ROUND THE SPOT.

Three dice are now used here, and are thrown three times, the amount of the spot reckoned thus: only those spots which lie round a centre spot, for example, three or five; the first counting two, the second, four—score.

Hence, it will be understood that six, four, two, and ace do not count at all, and often a player may throw three times and yet score nothing. The amount of the score is agreed upon by the players in this as in other variations of the game.

## CENTENNIAL.

Two players participate in this game usually, and three dice are used, each person scores for himself. When, however, three or more take part in it, then they play as partners, two or three on a side.

The object is to score numbers up to twelve in exact numerical order. When this number is reached the twelve are wiped

out in exact reverse order down again to one. The spots on any one die, or on any of the three combined, count for the score. Each player throws in turn, and continues to throw until he fails to score. The numbers are counted in line as they are made, each side or individual having his own line to score. The first player, or partner who succeeds in "wiping out" his entire line wins the game.

For instance, X begins and throws; he fails, however, to throw an ace. Y follows and throws an ace, deuce and four; Y scores 1 and 2, and combining the 1 and 2, scores a 3, then the 4, then 5 for the 1 and 4, then 6 for 4 and 2, then 7 for 4, 2 and 1 all combined. Y throws again, but fails to make an 8. Then X plays, throwing 1, 3, 5. X scores 1 only, there being no 2 thrown. X has another throw, and thus the game proceeds.

## MULTIPLICATION.

Also a three dice game, and played in this manner.

There are three throws: the first is with three dice, the highest one being left on the table and the remaining two taken up again; these are then thrown and the higher, this time, left on the table, and, finally, the last one thrown once more.

The spots on the first two left on the table are added together and multiplied by those on the last or third die thrown: the total is placed to the score of the thrower. Example:



This will score 33, the sum of the first two dice—5 and 6—making eleven, being multiplied by the last, which is 3.

## GOING TO BOSTON.

The dice in this variation are three, and thrown exactly after the method in multiplication. The difference lies in the

scoring. The result of the last throw in this game is added instead of becoming a multiplier of the sum of the two remaining on the table.

For instance, using as illustration the figures in the preceding game, the player, after his third throw, would score 14, the numbers being, respectively, 5, 6 and 3.

## DRAW POKER.

This is played with five dice, each player having one throw, and the privilege of a second should he wish for it. In the first throw all the dice are thrown; the player, however, need not take every one of them up, selecting only those which are satisfactory to him, and he can if he likes leave the entire set—five—on the table, if, as a whole, they please him. He is not bound to throw a second time if the result of the first throw is all that he desires.

The throws rank as in the card game, beginning with the lowest: one pair, two pairs, triplets, a full hand, four of the same.

The highest throw is five alike, ranking in the order of their denomination, from six to one. Thus, six is an "invincible hand." This, naturally, only maintains in the dice variation, while a flush occurs alone in the card game.

Six is the highest and ace the lowest in this draw game, the intervening numbers ranking accordingly.

Example; A, in Draw Poker, throws first time, 5, 3, 6, 2, 5.



Of course he will leave his two fives on the table and take his second throw with the remaining three dice. Supposing



the *second* throw a lucky one, he may turn out a pair of twos and a five; thus, a full hand of fives:



Dice Left on Table.



Second Throw.

## VINGT-UN.

This is played with a single die, each player throwing as often as necessary to get the sum of the spots equal to, or as near as possible—not over—to *twenty-one*. Throwing twenty-one or more *bursts* the player, and deprives him of further participation in the game for that round.

The one who throws twenty-one, or failing that, the number nearest to it wins the game. Where a forfeit is played for, the one who comes less near in approaching to twenty-one, loses the game. For instance: X throws *Six, Four, Ace and Five*, which makes him sixteen, and if his next three throws are a five, he will be just twenty-one; if, however, his last throw be a six in place of a five, it will *burst* him, as thus he is twenty-two.

## ACE IN THE POT.

Any number of players can take part in this; each one being supplied with counters. In the centre of the table is a receptacle called Pot.

One of the players begins by throwing two dice. If he throws an ace, he puts one of his counters in the pot, and if he throws a six he passes one counter to his next left hand neighbor. The other spots are of no value.

Each player must throw in regular rotation, provided, of course, that he possesses a counter, and it goes round until all have played into the pot.

Then, the holder of the last counter has three throws: the pot is closed or nothing; a six, however, will enable him to get rid of the counter by passing it on to his neighbor, who, in his turn, has three throws, also. This goes on until the last holder fails to throw a six, and he is then declared winner or loser, according to agreement at beginning of the game.

During the open game, the pot has always the preference, so that if a player has only one counter in a throw of six-ace, the counter must go to the pot unless it is already closed.

## HELP YOUR NEIGHBOR.

This is an interesting variation, and with its description this little treatise may close.

It is played with three dice, and six persons may take part in it. They play in regular rotation. The first player throws two, four, six, and, as he has not thrown *one*, the number corresponding to his own—he, being first player, is called usually, No. 1—he scores nothing; but six being the highest number thrown, No. 6 scores six points.

The second player (No. 2) then throws, and two, three and five being the numbers, he counts two and “helps” his “neighbor” five to five points.

Player No. 3 throws *fours*, and therefore, while his neighbor, counts four points, the raffles counting four instead of twelve.

No. 4 plays, throwing one, three-three, making nothing for himself, but three for the third player.

No. 5, in turn, throws and succeeds in turning out three fives, thus scoring five points.

And finally, No. 6 throws three aces, counting him nothing, but scoring a point to No. 1.

Thus the game goes on, until some one of the players wins the game by achieving the number of points agreed upon in the beginning. If the game is played for a pool, made up by joint contributions from all the players; the first one out wins, but if for “refreshments,” the last one loses.

In the preceding pages, brief sketches of dominoes and dice are given, and to those interested in their origin, proper insight may be gained by a more thorough study of their histories.

Of the various games in vogue among domino and dice players, twenty-eight have been described; eighteen of the first and ten of the latter, a sufficient variety, it is hoped, to interest the student and awaken in him a desire to learn all the rest in time. These two games, although offering profound and scientific problems, especially of a mathematical nature, are withal, so simple in themselves, that the veriest child may understand and play them.

Aside from any pleasure which may be—and will be, we hope—derived from participation in them, both dominoes and dice will prove useful factors in teaching strict attention to the subject in hand, and also capital instructors of the various modes of counting and calculation, necessary in and out of school.

We recommend the double sixes in dominoes to begin with, and feel sure that sets of double-nines and double-twelves will soon follow in its wake, for to quote our Gallic friends “l'appetit vient en mangeant.” and once begun, the taste for these games will grow apace.

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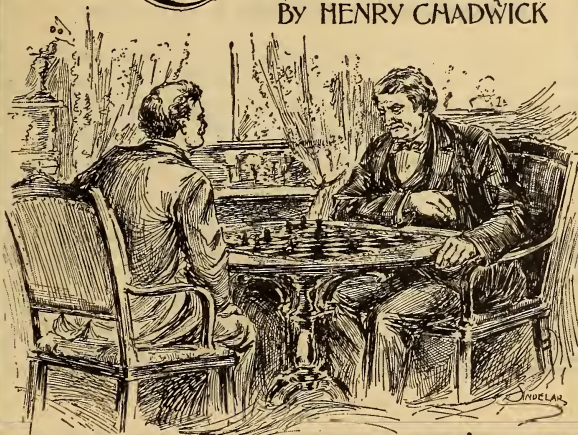


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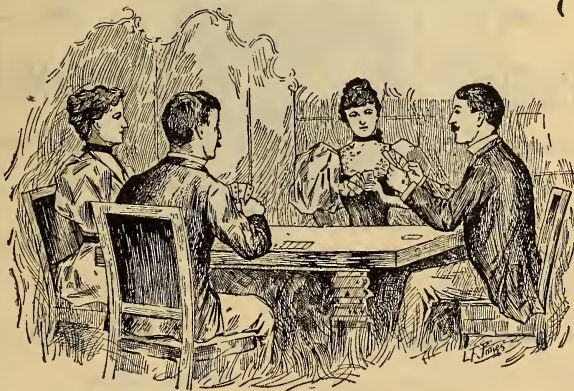
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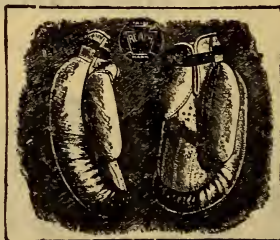
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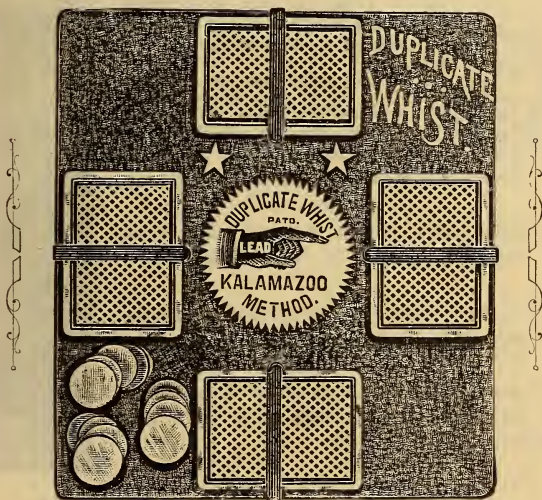
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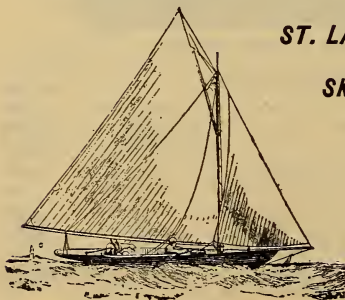
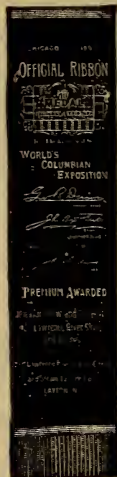
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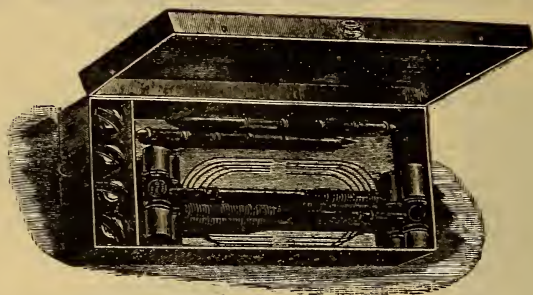
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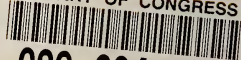
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